

# History of Changes

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## 1. Version 3.44 (May 15, 2005)

- Decoded "artifact found" bits in saved game.
  - Decoded item held on cursor when saving game.
  - Decoded Chest Unknown1 (DChest id -- picture)
  - Converted docs to xdoc format and used Apache Forrest to generate website.
  - Decoded several creature fields based the monster.txt file and on MM7 decoding work performed by Transparent Star.
  - Fixed mm6 dlv parsing. (Fenghou)
  - Choosing recent history file now sets title bar. (Fenghou)
  - party.bin, odm, ddm, blv, dlv switched over to using tree display view to reduce memory requirements. (Weiarc, Fenghou, others)
  - Switched party.bin to an improved tree display view.
- (mkienenb)

## 2. Version 3.43 (May 04, 2005)

- Party.bin decoding.
  - Integrity checking of file formats while parsing.
  - Support for MM7 and MM8 bin files (excluding party.bin and dsft.bin).
  - Reorganized class and data layout.
- (mkienenb)

## 3. Version 3.42 (April 26, 2004)

- Indoor level decoding (blv and dlv resources)
  - Fix bug in computing new size of odm files (was always using original size)
  - Other resources partially-decoded:
    - party.bin
    - Dchest.bin
    - DDecList.bin
    - DIft.bin
    - DMonList.bin
    - DObjList.bin
    - DSounds.bin
    - DTft.bin
    - DTile.bin
    - DSFT.bin
- (mkienenb)

## *History of Changes*

### **4. Version 3.41 (April 20, 2005)**

- • More Event decoding
  - Add/Delete/Move around events
  - Allow save game editing (saved games are new.lod files)
  - Handler for npcdata.bin resources.
  - Handler for dsft.bin resources.
  - Added Monster decoding for odm files.
  - Added Item and Chest Content decoding for ddm files.
  - Add/Delete/Move around 3d objects, sprites, monsters, creatures, items, and chest contents.
  - Improved control for comparing and manipulating unknown data.
  - Minor decoding of ddm creatures.
- (mkienenb)

### **5. Version 3.40 (April 2, 2004)**

- • Display progress monitor panel for import operations
  - Provide better error reporting during import/export operations
  - Provide cancel import functionality
  - Select filename for new rebuilt lodfile
  - Rebuild a lod file directly from a resource viewer/editor. (odm, evt, str, txt, and raw data displays).
  - Fixed binary data editor input to properly handle the various display modes.
  - Display offset for binary data editor.
  - Toggle offset display between hex and decimal on offset-column click.
  - Provide user-specified blank cell padding to align binary data horizontally.
  - Display progress monitor panel when loading data to display
  - Quick-update the current lod resource by appending updated content to the end of the lod file.
  - Quick-update a lod resource by appending the contents of a selected file to the end of the lod file.
  - Ability to view any lod resource with Data handler
  - Preliminary support for displaying/editing outdoor level maps (tiles, heights, 3d object locations, sprite locations)
  - Preliminary support for displaying/editing event file instructions
- (mkienenb)

### **6. Version 3.30 (March 6, 2005)**

- • Ability to export and import all lod file resources (Thanks to Gabor Toth for keeping

- me going).
  - Start on displaying Outdoor level maps (Thanks to Richard Johnson for outdoor file format decoding).
  - Fix to display/extract/import all four components of a Bitmap.lod tile.
  - Str resources now extracted as/imported from a txt file.
  - Removed LodEntryHandlerManager code and preference as it's no longer necessary in an open-source project.
- (mkienenb)

### **7. Version 3.10 (April 2, 2004)**

- • Files now have consistent file suffixes when saved.
  - TGA and Sprite file types are automatically extracted as Bitmaps.
- (mkienenb)

### **8. Version 3.00 (March 27, 2004)**

- Initial Import (mkienenb)